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ABSTRACT

Interactive multimedia (IMM) is a technology with the potential to change the way people learn, acquire information, and entertain themselves. This technology brings together a range of fields and requires the skills of professionals from those fields. This handbook offers practical advice on issues related to developing successful interactive multimedia programs, including all stages of project design, project management, team-building, and communications issues. Case studies illustrate the points made and lessons learned from developing projects over a number of years. The book is divided into the following sections: (1) "Interactive Multimedia Development" (Rob Phillips and Nick Jenkins); (2) "Educational Considerations" (Rob Phillips); (3) "A Model for IMM Production" (Rob Phillips and Nick Jenkins); (4) "Design" (Rob Phillips and Angela DiGiorgio); (5) "Development" (Rob Phillips and Nick Jenkins); (6) "Evaluation" (Des Thornton and Rob Phillips); (7) "Implementation and Maintenance" (Nick Jenkins); (8) "Microbiology Project Case Study" (Peta Edwards, Robert Fox, and Rob Phillips); (9) "Dosage Calculations Case Study" (Karen Glaister and Nick Jenkins); (10) "Mitochondria Case Study" (Rob Phillips and Linda Slack-Smith); (11) "Carbohydrates Case Study" (Rob Phillips and Linda Slack-Smith); (Appendix 1) "IMM Authoring Environments" (Martin Hill); (Appendix 2) "A Representative Requirements Specification;" (Appendix 3) "Glossary of Graphic Design Terms" (Angela DiGiorgio); and (Appendix 4) "Technical Aspects of Digital Video" (Martin Hill). (Contains 40 references.) (SWC)

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